BAZUG 83
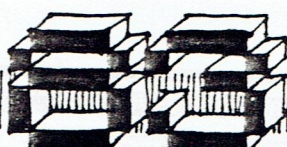
MAY V:2, N:4

BAY AREA ZX80/81, TS 1000/2000 USERS

IN THIS ISSUE! Program reviews, Machine Code, FONE file PART ONE

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***********************************
           MEMBERSHIP PROPOSALS

    THE FOLLOWING PROPOSALS WILL
BE VOTED ON MAY 19.  THEY ARE
BEING MADE TO TAKE CARE OF
INCREASED PRODUCTION AND MAILING
COSTS AND TO ALLOW MEMBERS TO
USE OUR EXPANDING PROGRAM
LIBRARY.

MEMBERSHIP DUES-
     FULL (NEWSLETTER AND LIBRARY
        PRIVILEGES)         $15.00
     NEWSLETTER ONLY        $10.00
     STUDENT                $ 8.00
     MONTHLY (GUARANTEES TWO
        NEWSLETTERS)        $ 2.00

     ALL RATES ARE FOR ONE YEAR.
HALF YEAR RATES ARE:
     FULL (1/2 YEAR)        $ 8.50
     NEWSLETTER (1/2 YR)    $ 6.00
     STUDENT (1/2 YR)       $ 4.00

     STUDENT MEMBERS INCLUDE UP
TO HIGHSCHOOL AGE INDIVIDUALS.
FULL AND STUDENT MEMBERS WILL
RECEIVE A LIBRARY CARD ALLOWING
THEM TO CHECK OUT ONE TAPE OR
BOOK FOR A PERIOD OF ONE MONTH*.
*SEE ARTICLE BELOW.

===================================
BOOK REVIEW
*********

MASTERING YOUR TIMEX SINCLAIR
PERSONAL COMPUTER, BY TIM
HARTNELL AND DILWYN JONES
-----------------------------------
GET THIS BOOK**ESPECIALLY IF
YOU ARE A BEGINNER.  IT TELLS
YOU ALL SORTS OF THINGS THE
MANUAL DOESN'T SUCH AS HOW TO
STORE STRINGS AND ARRAYS AND
HOW TO USE COMMON PEEKS AND
POKES, ALL ILLUSTRATED WITH
INTERESTING PROGRAMS.  IT ALSO
INCLUDES A SECTION ON TRANSLA-
TING FROM OTHER BASICS. AND ANY
BOOK WITH A SECTION ENTITLED
"GREAT SYSTEM CRASHES" HAS
SOMETHING GOING FOR IT.
THIS BOOK IS AVAILABLE FROM
BANTAM BOOKS FOR A LIST PRICE
OF $3.95 ($3.55 FROM CROWN
BOOKS).
                   HENRY POLLARD
```
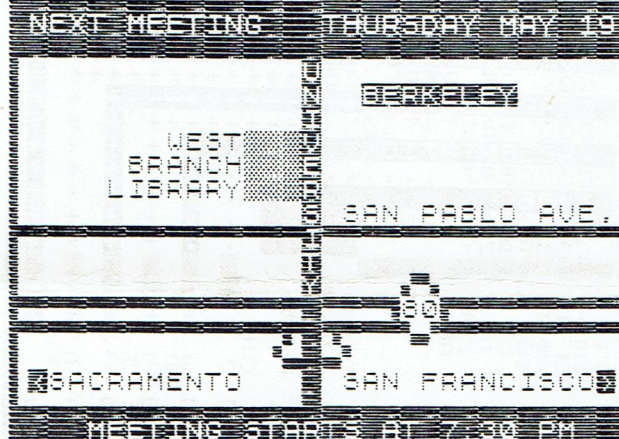
```
NEXT MEETING   THURSDAY MAY 19

                    BERKELEY

        WEST
        BRANCH
        LIBRARY
                    SAN PABLO AVE.


                     80

    SACRAMENTO      SAN FRANCISCO

    MEETING STARTS AT 7:30 PM
```

```
***************************
        B A Z U G   L I B R A R Y
        ----------------------
THE BAZUG LIBRARY IS AVAILABLE
FOR MEMBERS WITH FULL OR STUDENT
STATUS.   ITEMS MAY BE CHECKED
OUT FOR USE DURING MEETINGS BE-
FORE 9:00 P.M. AFTER WHICH
MEMBERS MAY TAKE TURNS SELECTING
ITEMS TO CHECK OUT FOR HOME USE.
ALL MATERIALS ARE DUE BACK THE
NEXT MONTHLY MEETING WITH THE
PROVISION THAT IF ANOTHER MEMBER
WISHES TO BORROW THE SAME ITEM,
ARRANGEMENTS HAVE TO BE MADE SO
BOTH MEMBERS HAVE EQUAL ACCESS
TO THE MATERIAL.

***********************************
    Well, here it is!  Yes
you too can have lower case
letters IF you have a printer
and IF you have alot of
patience.  That's right!  this
has been done without any
hardware modification.  The
machine code program that
allows your PRINTER to do this
is rather slow entering a 32
character line at a time for
translating to upper and lower
case - taking about 13 seconds
to change.  The benefits
include user defined graphics
such as these: !@#↑%&'⊓©

DETAILS AND PROGRAM available
at the May 19 meeting.
          SEE YOU THERE!!!!

***********************************
```

```
***********************************
B A Z U G

8 5 4   4 0 T H   S T .

R I C H M O N D ,   C A

9 4 8 0 5

***********************************
```

Jim March
3216 Partridge Ave.
Oakland, Ca. 94605

MAY USA 20c

THESE EVALUATIONS HAVE BEEN SUPPLIED BY TIMEX USERS FROM THROUGHOUT THE SF BAY AREA. IN MANY CASES THESE ARE PROGRAMS BAZUG HAS NEVER SEEN AND THEREFORE DOES NOT TAKE RESPONSIBILITY FOR THE USERS OPINIONS. PLEASE SEND YOUR OWN EVALUATIONS TO THIS NEWS-LETTER TO UP-DATE OUR FILES.

OVERALL RATING ***********
NO. OF REPLIES #########
GRAPHICS +++++++++++
DOCUMENTATION +++++++++
PRESENTATION ::::::::::
CONCEPT :::::::::::
TYPE
PROGRAM AND
COMPANY

PROGRAM AND COMPANY		TYPE	CONCEPT	PRESENTATION	DOCUMENTATION	GRAPHICS	NO. OF REPLIES
3-D MONSTER MAZE BY MELBOURNE HOUSE	16K	GAME ARCADE	7	9	-	9	2
		OK GRPHC A+					
AIR ATTACK BY INTERCOMP	16K	GAME	5	1	1	5	1
BACKGAMMON BY TIMEX (SINCLAIR)	16K	GAME	5	7	5	9	1
		TOO SLOW					
CHESS BY PSION (TIMEX/SIN)	16K	GAME	8	7	7	5	3
		GOOD PLAYABLE PRG					
CLUB RECORDS BY SINCLAIR	16K	FILE	3	3	3	2	1
		VU-FILE BETTER					
DICTATOR BY BUG-BYTE	16K	GAME ADVEN	8	8	8	-	2
		ROB COUN AND RUN					
ELUSIVE MR BIG BY SOFTSYNC	16K	GAME ADVEN	5	4		1	
		ALL WORDS					
FLIGHT SIMULATOR BY TIMEX/S	16K	GAME SIM	8	8	8	4	
		GOOD SIMULATION					
GUARD THE PRESIDENT BY INTERCOMP	16K	GAME	3	7	-	1	
		POOR(? ED)					
MARS BY AARDVARK	16K	GAME ADVEN	7	7	-	2	
		ALL WRDS,20+ HRS					
MAZOGS BY SOFTSYNC	16K	GAME ARCADE	7	9	9	2	
		GOOD MC GAME					
PRESIDENTIAL CAMPAIGN BY TIMEWORKS	16K	GAME	9	9		1	
		REALISTIC/MNY HRS					
QUEST BY AARDVARK	16K	GAME ADVEN	9	7	8	3	
		CHALLENGING					
QUEST FOR THE HOLY GRAIL BY SOFTSYNC	16K	ADVEN	5	4		1	
		ALL WORDS					
RED ALERT BY SOFTSYNC	16K	GAME ARCADE	5	5		3	
ROBBERS OF THE LOST TOMB BY TIMEWORKS	16K	GAME ADVEN	5	4	5	3	
		POOR GRPHC,LONG					

OVERALL RATING ***********
NO. OF REPLIES #########
GRAPHICS +++++++++++
DOCUMENTATION +++++++++
PRESENTATION ::::::::::
CONCEPT :::::::::::
TYPE
PROGRAM AND
COMPANY

PROGRAM AND COMPANY		TYPE	CONCEPT	PRESENTATION	DOCUMENTATION	GRAPHICS	NO. OF REPLIES
SCOUT FIGHTER BY ZETA SW	16K	GAME ARCADE	8	7	8	2	
		TOO FAST ND JOYST					
SINCLAIR MATH BY SINCLAIR	16K	EDUC	3	1	2	1	
		NEEDS DEVELOPING					
SINCLAIR GEOGRAPHY B SINCLAIR	16K	EDUC	6	7	4	1	
		EUROPEAN					
SORCERS IS PERILOUS SWP BY PSION (T/S	16K	GAME ADVEN	8	8	8	3	2
SPACE CAMMANDO BY SOFTSYNC	16K	GAME ARCADE	8	8		1	
SPACE RAIDERS BY PSION (SIN)	16K	GAME ARCADE	8	8	-	7	1
		CLONE OF SPACE IN					
STAR BATTLE BY TIMEWORKS	16K	GAME	9	9		1	
		WELL WRTTN,TRICKY					
STAR TRAILS BY SINCLAIR	16K	GAME ADVEN	8	8	7	8	1
		STAR TREK CLONE					
SUPERMATH BY TIMEX	16K	EDUC	2	3	3	1	1
		NEEDS WORK					
VU-CALC BY PSION(T/S)	16K	SPREAD SHEET	8	7	7	3	
		FINANCIAL UTILITY					
VU-FILE BY PSION(SIN)	16K	FILE	8	8	8	2	
		FILE AND WORDP					
ZX ASSEMBLER BY ARTIC(IPS)	16K	UTI	9	9	9	1	
		1ST CLASS, MC					
ZX FORTH BY FORTH DIM	16K	LANG	9	8	7	-	1
		PROMISING INTRO					

▓▓ BAZUG 83 ▓▓
BAY AREA TIMEX/SINCLAIR USERS

MACHINE CODE UTILITY PROGRAMS: ASSEMBLERS

It'a cliche that Z80 machine code (MC) is just another programing language that you shouldn't be scared of or put off by. However, MC programing on a T/S can be frustrating and tedious without the aid of utility programs. Without these aids the MC routine involves 1) making a program flowchart, 2) writing out the program in Z80 mnemonics, 3) translating the mnemonics into the number code and 4) POKEing in the code usually with the help of a simple BASIC loading program. If there are errors, deletions or additions you have to repeat steps 3 & 4 which can make the process quite discouraging.

Much of the hassle of MC can be eliminated with a good "assembler program". Assemblers do the dirty work of translating mnemonics and entering the code, so you are left with the programing problems alone. Recently, I obtained 2 assemblers at Sunset Electronics:

 ZX Assembler, IPS (written by Artic), $14.95
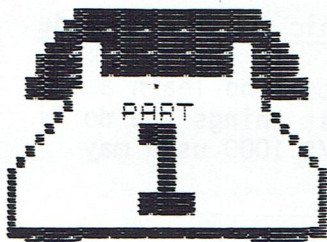 ZXAS, Data-assette (written by Bug-Byte) $14.95

ZX Assembler is a wonderful program that is an absolute must for anyone doing MC on a T/S. Briefly, here is what the program does:

1) You can type in the Z80 mnemonics and the program will assemble the MC in a REM statement. This feature alone makes the program worthwhile. Numbers can be included in decimal or hex.
2) You can insert and delete lines and digits easily. You can do this with word processor ease and there is a repeat function for all keys.
3) ZX Assembler allows you to label statement lines. A label is placed before a line of mnemonics. You can then CALL or JP to the label name instead of going through the tedious process of determining the exact address of the line. This is very useful during editng and debugging where the address can change.
4) You can include comments after the mnemonic code to explain a line or routine.
5) There is a facility to move blocks of memory from one location to another.
6) There is a monitor routine that will list memory locations and their contents.
7) You can directly inspect and modify the Z80 registers.
8) The program has a number of useful MC subroutines that are useful in your programs.

This is quite a lot for a program to do. It eliminates the unnecessary frustration and tedium of MC and leaves you only the unavoidable frustration. The documentation of ZX Assembler is excellent. It is the most professional and trouble free T/S program I have seen. You need this program if you are serious about MC.

ZXAS is not as good as ZX Assembler. The mnemonics are entered in modified form in a series of REM statements. This is difficult to get used to as compared to ZX Assembler where the program you enter is in the form you see in SYNC. The editing facilities are poor and the documentation is sparse and cryptic. ZXAS would be very useful if it was all that was available, but this is not the case.

 Joel Brody

Read part 2 next month ➡

SET-UP ROUTINE
ENTER THESE COMMANDS-NO LINE NO.

```
L
SPACE
RUN 2
LET B$="14 MAX"
LET A=50
95
GOTO 30
```

```
*******************
GERALD PAXTON
P.O. BOX 9650
BERKELEY
CALIFORNIA 94709
*******************
```

```
  1 GOTO 60
 10 REM COPYRIGHT 1983 GERALD P
AXTON
 20 DIM B$(14)
 30 DIM N$(A,32)
 40 LET B=0
 50 LET E$="
 60 CLS
 70 PRINT B$;" TELEPHONE LIST"
 80 PRINT
 90 PRINT "LIST ALL NAMES/NUMBE
RS";TAB 27;"KEY L";"ADD NAME/NUM
BER";TAB 27;"KEY A";"DELETE NAME
/NUMBER";TAB 27;"KEY D";;"SEARCH
 FOR NAME";TAB 27;"KEY S";"RECAL
L NUMBER";TAB 27;"KEY R";;"TO FI
LE ON TAPE";TAB 27;"KEY F"
 95 PRINT ;;;"SET-UP ROUTINE";
;"ENTER THESE COMMANDS-NO LINE N
O.";;"L";;"SPACE";;"RUN 2";;"LET
 B$=""14 MAX""";;"LET A=50";;"95
";;"GOTO 30"
100 IF INKEY$="" THEN GOTO 100
110 IF INKEY$="L" THEN GOTO 180
120 IF INKEY$="A" THEN GOTO 340
130 IF INKEY$="D" THEN GOTO 620
140 IF INKEY$="S" THEN GOTO 910
150 IF INKEY$="R" THEN GOTO 115
0
160 IF INKEY$="F" THEN GOTO 129
0
170 GOTO 100
180 CLS
190 LET X=0
200 LET J=0
210 LET X=X+1
220 LET J=J+1
230 PRINT N$(X)
240 IF J=20 THEN GOSUB 290
250 IF X<B THEN GOTO 210
260 PRINT "LAST ITEM ON LIST"
270 GOSUB 290
280 GOTO 80
290 PRINT
300 PRINT "KEY ""ENTER"" TO CON
TINUE"
310 INPUT Z$
320 CLS
330 RETURN
340 CLS
350 LET B=B+1
360 LET X=1
370 IF B>A OR X>A THEN GOTO 410
380 IF N$(X)=E$ THEN GOTO 490
390 LET X=X+1
400 GOTO 370
```

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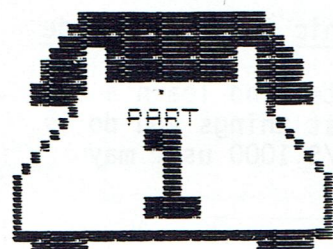ZXAS, Data-assette (written by Bug-Byte)
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Joel Brody

Read part 2 next month →

PART 1

"FONE" FILE PROG.

THIS PROGRAM HAS BEEN DONATED BY GERALD PAXTON FOR YOUR USE (SO LONG AS YOU DON'T SELL IT). PART 2 WILL APPEAR NEXT MONTH. PAY ATTENTION TO THE SET-UP ROUTINE. ENTER EACH COMMAND WITHOUT LINE NUMBERS EXACTLY AS GERALD HAS LISTED THEM. IF YOU WOULD LIKE A CASSETTE COPY OF THIS PROGRAM YOU CAN CONTACT GERRY DIRECTLY OR COME TO THE THURSDAY MEETING WITH A BLANK CASSETTE AND $1.00 TO BE DONATED TO BAZUG. THANKS GERRY

SET-UP ROUTINE
ENTER THESE COMMANDS-NO LINE NO.

```
L
SPACE
RUN 2
LET B$="14 MAX"
LET A=50
95
GOTO 30
```

```
*****************
GERALD PAXTON
P.O. BOX 9650
BERKELEY
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```

```
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  10 REM COPYRIGHT 1983 GERALD P
AXTON
  20 DIM B$(14)
  30 DIM N$(A,32)
  40 LET B=0
  50 LET E$="

  60 CLS
  70 PRINT B$;" TELEPHONE LIST"
  80 PRINT
  90 PRINT "LIST ALL NAMES/NUMBE
RS";TAB 27;"KEY L";"ADD NAME/NUM
BER";TAB 27;"KEY A";"DELETE NAME
/NUMBER";TAB 27;"KEY D";"SEARCH
 FOR NAME";TAB 27;"KEY S";"RECAL
L NUMBER";TAB 27;"KEY R";"TO FI
LE ON TAPE";TAB 27;"KEY F"
  95 PRINT ,,,,,"SET-UP ROUTINE",
,"ENTER THESE COMMANDS-NO LINE N
O.",,"L",,"SPACE",,"RUN 2",,"LET
 B$=""14 MAX""",,"LET A=50",,"95
",,"GOTO 30"
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 110 IF INKEY$="L" THEN GOTO 180
 120 IF INKEY$="A" THEN GOTO 340
 130 IF INKEY$="D" THEN GOTO 620
 140 IF INKEY$="S" THEN GOTO 810
 150 IF INKEY$="R" THEN GOTO 115
0
 160 IF INKEY$="F" THEN GOTO 129
0
 170 GOTO 100
 180 CLS
 190 LET X=0
 200 LET J=0
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```